

Downstream Development Authority of the Quapaw Tribe of Oklahoma

Supplement to Minutes dated 9/12/16.

Email Poll

Roll Call:	John Berrey, Chairman	Present
	Larry Ramsey, Secretary	Present
	Ranny McWatters, Treasurer	Absent
	Marilyn Rogers, Member	Present
	Tamara Reeves, Member	Present

An email poll was conducted on Thursday September 22, 2016.

All,

Player development has a NYE Event for review and approval.

December 31, 2016 from 7pm – 9pm

1. Any hosted player that received the invitation will be able to spin the prize wheel in the banquet room one time to receive a gift, Q play, or cash.
 - Prizes:
 - 1 - \$2,017 cash voucher
 - 2 - \$500 cash voucher
 - 4 - \$100 Q play voucher
 - 3 – Watches (while supplies) Once all items are depleted, those spaces will be replaced with \$50 Q Play
 - 6 – Multipliers (1 each – 3x, 5x, 6x, and 10x) beginning on January 1, 2017
 - 8 – Cash Drawing entries
2. Q Play will expire on January 1, 2017 at 11:59pm
3. Cash drawing entries will be randomly pulled from a locked box in a designated area by a Player Development Representative. A Casino Host or Player development Representative will locate the player on the floor to let them know they have won and need to complete proper paperwork.
4. Cash drawings will be at 9:15pm, 9:30pm, 9:45pm, 10:00pm, 10:15pm, 10:30pm, 10:45pm, 11:00pm, 11:15pm, and 11:30pm. All registered guests must be actively playing with their card during drawing times and will be notified on the floor by a Casino Host or by a member of the Player Development Department. Cash prizes are as follows:
 - \$1000 at 9:15, 9:30, 9:45, 10:00, and 10:15
 - \$2000 at 10:30
 - \$3,000 at 10:45
 - \$5000 at 11:00
 - \$7500 at 11:15
 - \$10,000 at 11:30

Monetary Awards

- Wheel - \$50,283 max cash
- Every 15 minute Drawings - \$32,500

Non – Monetary Awards

- Q Play - \$6,667 Max
- 14 watches - \$3,850

Vote:

John Berrey	Yes	Ranny McWatters	Yes
Marilyn Rogers	Yes	Larry Ramsey	absent
Tamara Reeves	Yes		

4 yes, 0 no, 0 abstaining, 1 absent

Motion Carries.